

REMARKS

Claims 57-76 are currently pending in the application. No claims stand allowed. Claims 27, 28, and 38-56 are cancelled without prejudice, waiver, or disclaimer. New claims 57-76 have been added. Support for the claim amendments may be found at, for example, page 26, line 26 – page 27, line 8 and page 27, line 26 – page 29, line 6 of the specification as filed. No new matter has been added.

No Disclaimers or Disavowals

Although the present communication may include alterations to the application or claims, or characterizations of claim scope, Applicant is not conceding in this application that previously pending claims are not patentable over the cited references. Rather, any alterations or characterizations herein are being made to facilitate expeditious prosecution of this application. Applicant reserves the right to pursue at a later date any previously pending or other broader or narrower claims that capture any subject matter supported by the present disclosure, including subject matter found to be specifically disclaimed herein or by any prior prosecution. Accordingly, reviewers of this or any parent, child or related prosecution history shall not reasonably infer that Applicant has made any disclaimers or disavowals of any subject matter supported by the present application.

Rejections under 35 U.S.C. § 103

Claims 27, 28, 38-42, 44-53, and 55-56 are rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over U.S. 6,913,531 to Yoseloff.

Claims 43 and 54 are rejected under 35 U.S.C. § 103(a) as allegedly being unpatentable over Yoseloff in view of U.S. 6,306,035 to Kelly et al.

Claims 27, 28, and 38-56 have been cancelled, so the rejections of these claims are moot.

New Claims

Applicant respectfully submits that none of the art relied upon describes or suggests a gaming machine comprising a first game server and a concentrator, the first game server configured to provide one or more gaming services to a first plurality of gaming machines in a first network and to a second plurality of gaming machines in a second network, as is recited in claim 57. For example, none of the cited art, considered alone or in combination, describes or suggests wherein the first game server is configured to send at least one request for gaming

information to the first and second pluralities of gaming machines, the gaming information including a first portion and a second portion, and concentrator configured to do the following, as recited in claim 1:

- communicate with the second plurality of gaming machines via the second network,
- receive at least the second portion of the gaming information from at least two of the second plurality of gaming machines,
- combine the information from the at least two of the second plurality of gaming machines to generate a combined second portion, and
- provide the combined second portion of the gaming information to the first game server.

Further, the first game server is further configured to provide the gaming services to the first plurality of gaming machines using the gaming information, including the first portion, the second portion, or a combination thereof, as recited in claim 1.

Furthermore, none of the art relied upon describes or suggests a gaming machine including a translator configured to do the following:

- communicate with the second plurality of gaming machines via the second network,
- translate the gaming information between two communication protocols, wherein the first plurality of games is compatible with the first communication protocol, and the second plurality of games is compatible with the second communication protocol,
- send the gaming information to the first game server using the first protocol, and
- send the gaming information to a second game server located on a remote gaming machine of the second network using the second protocol.

Claims reciting a concentrator and a translator were previously pending in this application. Claims 6 and 21, relating to a concentrator, and claims 7 and 22, relating to a translator, were cancelled in the response filed 4/28/2005 “for the purposes of expediting

prosecution in regards to one aspect of the present invention.” New claim 57 differs from claims 6, 7, 21, and 22, which are reproduced below for the Examiner’s convenience:

6. (Cancelled) The gaming machine of claim 1, further comprising a concentrator for gathering information from a plurality of gaming machine in the network of gaming machines.

7. (Cancelled) The gaming machine of claim 1, further comprising a translator that translates one communication protocol to another communication protocol.

21. (Cancelled) The method of claim 19, further comprising concentrating game information from a plurality of gaming machines and sending the game information to at least one of a translator or a game server.

22. (Cancelled) The method of claim 19, further comprising translating game information from a plurality of gaming machines from one communication protocol to another communication protocol and sending the game information to a game server.

Claims 6, 7, 21, and 22 were previously rejected, in the Office Action mailed 6/3/2004, under 35 U.S.C. § 103(a) as allegedly being unpatentable over Vuong (U.S. et al., U.S Patent 5,762, 552). The corresponding text from the Office Action is reproduced here:

Referring to claim 6, Vuong discloses a gaming machine that has a concentrator for gathering information from a plurality of gaming machines in the network of gaming machines (6{9-29, 7:66-8:27 and 9:49-57)

Referring to claim 7, Vuong discloses a game machine that has a translator that translates one communication protocol to another communication protocol (8:36-40).

However, Applicant submits that Vuong does not disclose or suggest a gaming machine that includes a concentrator configured to communicate with the second plurality of gaming

machines via the second network, receive at least the second portion of the gaming information from at least two of the second plurality of gaming machines, combine the information from the at least two of the second plurality of gaming machines to generate a combined second portion, and provide the combined second portion of the gaming information to the first game server, as is recited in claim 57.

Further, Vuong does not disclose or suggest a gaming machine that includes a translator configured to communicate with the second plurality of gaming machines via the second network, translate the gaming information between two communication protocols, send the gaming information to the first game server using the first protocol, and send the gaming information to a second game server located on a remote gaming machine of the second network using the second protocol, as is recited in claim 57. Thus Vuong does not disclose or suggest the features of new claim 57. However, to expedite prosecution, the previous rejections of cancelled claims 6, 7, 21, and 22 over Vuong are discussed below.

Regarding the rejection of cancelled claim 6, Vuong discloses that if a game server is coupled by a network to additional gaming machines, the outcome is transmitted to these additional gaming machines. The relevant text from column 6 of Vuong is reproduced here:

**In another preferred embodiment, a player or a group of
10 players may desire to play an electronic game of chance
where the results are randomly generated. For example, one
gaming machine 14 may be designated as the game server.
Instead of selecting one of gaming tables 12, any one of
gaming machine 14 may be designated a game server for a
15 plurality of gaming machines 14. In this mode the desig-
nated gaming machine 14 operates in a stand alone mode for
one of a selected games of chance instead of selecting one
of gaming tables 12 as a provider of the game. The game
server internally generates the outcome of each play of the
20 selected game. This mode is particularly useful if a player is
attempting to learn the rules and strategies associated with
the selected game and would like the opportunity to place
wagers on their bet. If the game server is coupled by network
16 to additional gaming machines 14, the outcome is trans-
25 mitted to these additional gaming machines. The results of
various bets are determined by the network managers 40 or
game machines 14 and winning wagers are paid while losing
wagers are collected.**

Vuong, column 6, lines 9-28.

Further, Vuong discloses that status information is transmitted to each game machine, as reproduced below:

Network manager 40 comprises a computer 48, memory 50 (including primary, secondary and tertiary memory stor-

age mediums) and a local area network interface 52. A second interface, interface 54, interfaces interactive network system 10 with transmission networks 20. Network manager 40 is responsible for controlling operation of network 16 and for providing system level resources to each of the gaming machines 14 connected to interactive network system 10. Specifically, when a player initiates a session on one of the game machines, network manager provides status information regarding the active game tables 12 and manages the login and logout activity at each game machine 14. Also, if a player desires to establish a stake by accessing their casino credit line, game machine 14 must obtain authorization to establish the stake and the maximum authorized amount from network manager 40. Account balances are maintained at network manager 40. Network manager 40 also tracks the current availability of active game tables as well as status information regarding each particular game of chance such as minimum wager amounts, table limits or game statistics (for example, number of players, average time required to complete each play of the game, etc.). This information is transmitted to each game machine 14 when a new player desires to initiate play or at other times upon the request of the player. Network manager 40 also establishes the connection with off-site game machines such as game machines 14 connected to network 18 or to game machines 15. Transmission of digital communications between network manager 40 and game machines 14 is via network 16.

Vuong, column 7, line 66 – column 8, line 27.

Vuong also discloses that a summary of bets and wager amounts is provided in a bet summary window together with a summary of winning bets which appears after each play of the game, and a message window provides real-time messages of interest to the player, as reproduced below:

bet selections. On the display screen of display and speaker system 64, a player window 74 presents player identification and a running summary of the amount of the stake available for wagering for the benefit of the player. As the player places bets, video markers or indicators are positioned on bet board 29. A summary of the bets and wager amounts is provided in the bet summary window 75 together with a summary of winning bets which appears after each play of the game. A message window 76 provides real-time messages of interest to the player. These messages may include

Vuong, column 9, lines 49-57.

However, Vuong's disclosure of transmitting an outcome to additional gaming machines, transmitting status information to each game machine, establishing a connection with off-site

game machines, and providing a summary of bet and wager amounts after each play of the game and real-time messages of interest to a player does not describe or suggest a concentrator configured to communicate with the second plurality of gaming machines via the second network, receive at least the second portion of the gaming information from at least two of the second plurality of gaming machines, combine the information from the at least two of the second plurality of gaming machines to generate a combined second portion, and provide the combined second portion of the gaming information to the first game server, as recited in claim 57.

Further, regarding the rejection of cancelled claim 7, Vuong discloses a tuner box that is an audio and video adapter that accepts video and audio signals from a standard local area network and provides a scalable on-screen image, as reproduced below:

device) and an optional wager collection/return means 72. In one preferred embodiment, tuner box 66 is an audio and video adaptor that accepts video and audio signals from a standard local area networks (LANs) and provides a scale-
40 **able on-screen image on display and speaker system 64. One**

Vuong, column 8, lines 36-40.

However, Vuong's disclosure of a tuner box does not describe or suggest a translator configured to communicate with the second plurality of gaming machines via the second network, translate the gaming information between two communication protocols, wherein the first plurality of games is compatible with the first communication protocol, and the second plurality of games is compatible with the second communication protocol, and send the gaming information to the first game server using the first protocol, as recited in claim 57. Hence, Applicant respectfully submits that claim 57 is patentable over Vuong.

Independent claim 67 recites features similar to those of claim 57, and Applicant respectfully submits that claim 67 is patentable over the cited art for at least reasons similar to those given above for claim 57.

The remaining dependent claims incorporate, by virtue of their dependency, all of the features of the independent claims on which they are based. Therefore, Applicant respectfully submits that the rejections of these claims should be withdrawn for the same reasons as their respective independent claims.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,
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